534 a cross-country church procession on a saint's day. But modern (leftover Italian) brass trumpets are replacing it for the latter use.

2. Play and Entertainment.

A. Games and Leisure-time Activities.

524 Games are differentiated largely on the basis of age: little boys' games are largely of a hazing type or of imitation of adult behavior; adolescents' games are predominantly competitive; adult games are largely leisure pastimes. In this adult-centered culture, children's games are at the same time freely experimental and directed toward growing up as fast as possible; while an adult would be ashamed to continue playing childish games or to compete with adolescents.

Small children, especially boys, are involved in hazing activities, [805] "beddar", early in life. If they suffer a relapse into "Bedwetting", they are publicly shamed by the older children, and made to urinate publicly into a little trench. Small children are sometimes frightened by older ones with the bullroarer, ("zezzeta" - onomatopoetic), or by imitation of the sound of the hyena at night. Frequency of contact between older and younger children is especially prevalent during the "shut-in" rainy season. At this time, boys age 5 to 12 fight battles, sometimes using waterpistols ("tiqqosh") made of bamboo, with a wooden syringe. When the game gets rough ("entush") they knock each other down with knees (the seat of strength in Amhara opinion) and feet.

Boys of 8 or 9, who aspire to deaconhood at the next New Year holy days, are mock-examined by older boys who have achieved that status. The candidate must carry each of them several times around the church-yard, and must recite and chant liturgical prayers for them for hours. The candidate is punished for any disobediance by being pinched, tied up and otherwise abused.

Little girls play milder games, such as dancing rounds with other